EA SPORTS™

CRICKET 2005

CRICKET AUSTRALIA

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-53342

1 or 2 Players • Memory Card (8MB) (for PlayStation®2) : 3305KB minimum • Multitap (for PlayStation®2) adaptable: 1-4 Players • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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Starting The Game

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the EA SPORTS™ Cricket 2005 disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Note: If using a multitap (for PlayStation®2), insert the multitap (for PlayStation®2) into controller port 1 and insert the controllers sequentially into controller port 1-A, controller port 1-B etc.

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Complete Controls

Note: This title does not support the digital controller.

General Gameplay

Note: Where the left analog stick is mentioned throughout the manual, the directional button can also be used in its place.

Batting

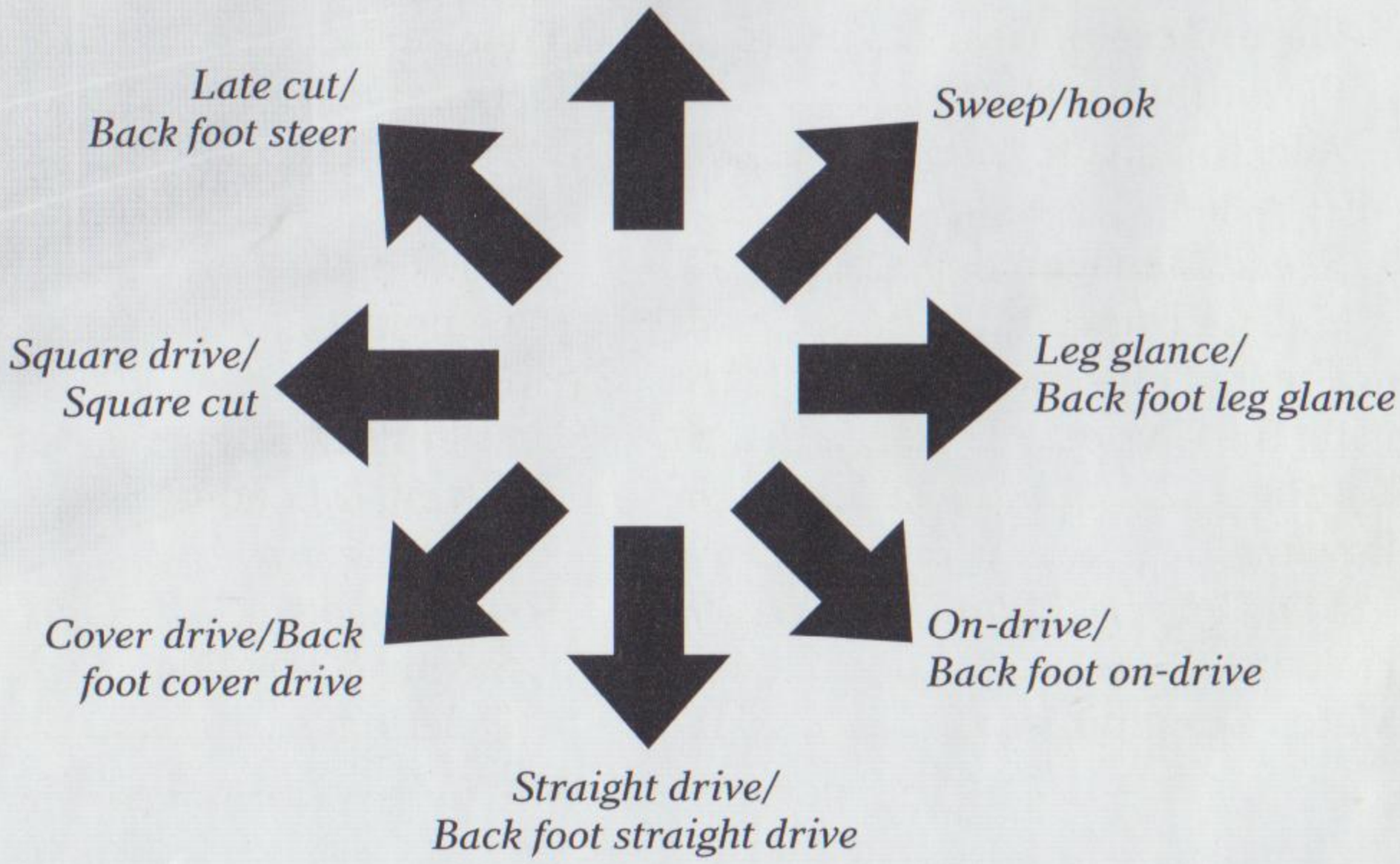
Action	Control
Move batsman along crease	←/→
Direct a shot	left analog stick
Front foot shot	✕+left analog stick
Back foot shot	△+left analog stick
Advance down wicket shot	○+left analog stick
Dive for crease after missed 'Advance' shot	△
Play no shot/duck	□
Six-hit (when playing shot)	Hold L1
Defensive shortcut (front foot/back foot*)	✕/△
Run	○
Abort run & return to crease	□
Slide bat in crease (co-op batting only)	✕

* Front foot/back foot defensive shortcut selection available on MEDIUM and HARD Difficulty.

Note: Hold L1 during a shot's execution to trigger its 'Six-hit' equivalent.

Note: The following shot selection diagram applies to a right-handed batsman. It is mirrored for a left-hander.

Shot Selection (Front Foot/Back Foot)



Bowling

Action	Control
Select delivery	✕/△/□/○/L1/R1/L2/R2
Target & lock delivery	left analog stick to target, then press delivery button to lock
Movement arrow (add swing/spin)*	left analog stick ←/→ (Hold to increase movement)
Stop power gauge	Delivery button

*If available for selected delivery

Manual Fielding

Note: Toggle MANUAL or AUTO field choices from the Game Settings screen under the My Cricket menu.

Action	Control
Move fielder	left analog stick
Change fielder	L1
Throw to wicket keeper's end	△ (Hold to throw hard)
Throw to bowler's end	✕ (Hold to throw hard)
Throw at stumps (unguarded wicket only)	△/✕ + hold R1
Dive/jump for ball	○

Menu Controls

Highlight option	left analog stick
Select highlighted option	✕
Return to previous screen	△
Change music track (except in-game menus)	R3 button
Access Pause menu during match	START

Setting Up the Game

Main Menu

Note: A User Profile stores your settings and tournament records. Save and load Profiles from the LOAD/SAVE screen under the My Cricket menu. (See *Saving and Loading* on p. 15.)

Note: Some menu options are self-evident and not covered in this manual.

Play Now

Pick two sides and a venue and get stuck into a match. For a season-long challenge, select a Domestic or International competition. (See *Game Modes* on p. 12.)

Note: Records and statistics are not recorded under Play Now mode.

Note: Adjust game difficulty and fielding options under Game Settings from the My Cricket menu.

Controller Select Screen

Press ⬅/➡ to move the controller icon to the team you wish to play (maximum two players per side in multiplayer). A team without an icon will be controlled automatically.

Once teams, location and match parameters are set, edit your line-up under the Selections screen after the Match Conditions summary. (See *Match Conditions* on p. 11 for information on factors such as weather and ball condition.)

Note: You can save your Play Now match progress from the End Of Overs menu.

The Selections Screen

- To assign a player a role or view his Profile, select a squad member to bring up his options window. Once a team is chosen, select DONE and take to the field.

Specialist Positions

BAT	**Batsman**
BWL	**Bowler**
ALL	**All-rounder**
WK	**Wicket keeper**
OBT	**Opening batsman**
WKB	**Wicket keeper batsman**
OBW	**Opening bowler**
SBW	**Spin bowler**
ASP	**All-rounder spin bowler**
OWK	**Opening wicket keeper batsman**

Ability

The orange and red bars adjacent to a player's name indicate the player's respective batting and bowling ability, which remains unchanged over time. A player of superior ability generally possesses a greater ability to execute a wider shot/delivery range.

The Options Window

SWAP	**Trade the positions of two squad members. Highlight the other player to swap with and press ⊗. The two players change positions.**
MOVE	**Change the player's batting order number. Highlight the position that the player is to bat at and press ⊗. Other players move correspondingly to reflect the change in the batting order.**
CAPTAIN/WICKET KEEPER/1st BOWLER /2nd BOWLER	**Assign a role to the selected player.**
VIEW PROFILE	**Analyse the selected player's abilities and stats in his Player Profile. (See *Player Profile* on p. 5.)**
FORM	**Chart the player's Form over his last ten batting and bowling performances.**

Form

The Form graph tracks tournament batting and bowling results over the player's last ten performances. Form begins evenly for all players on a tour or at the start of a season, but then fluctuates from the first match onwards.

Player Profile

- Press L1/R1 to scroll through the player's CAREER STATISTICS information and his full range of cricketing skills.
- From his CAREER STATISTICS screen, press ⬅/➡ to toggle between his BATTING & FIELDING and BOWLING records.

Career Statistics

Batting & Fielding	
M	**Matches played**
I	**Innings**
NO	**Number of times Not Out**
Runs	**Total runs to date**
HS	**High Score**
Ave	**Average score**
100	**Centuries scored**
50	**Half-centuries scored**
Ct	**Catches taken**
Bowling	
O	**Overs bowled**
M	**Maidens bowled**
R	**Runs conceded**

W	Wickets taken
Ave	Average no. of runs conceded for each wicket taken
BBI	Best Bowling in one innings (wickets/runs conceded)
5	5-wicket hauls in one innings
SR	Strike Rate (average no. of balls bowled for each wicket taken)
Econ	Economy (average no. of runs conceded per over)

Bowling Deliveries

A red star indicates the delivery is available in his arsenal.

Batting Strengths/Batting Weaknesses

A green tick indicates a strength in executing this stroke. A red cross indicates a deficiency in technique.

Special Skills

A gold star highlights a strength in the player's game.

Create Player

Fully customise a player from the shape of his nose to his legside batting ability, then include him in a squad and lead him onto the field.

Note: Up to 90 players can be created. Access a list of them from the My Cricket menu. (See *My Cricket* on p. 7.)

Player Face

Choose CREATE A NEW PLAYER FACE from scratch using a template as a starting point or select EDIT A CURRENT FACE and base its look on an existing player:

- Select a feature, navigate that feature's options and press ⬅/➡ to alter its appearance or press ◉ to RANDOMIZE the player's facial look until satisfied. (Highlight a feature and press ⬅/➡ to lock it and press ◉ to randomise all but the locked feature.)

  Note: To add the player to a squad at any time, return to the Create Player menu and select ADD TO SQUAD.

Player Attributes

1. From the Basic Attributes box, settle on what kind of cricketer the player is (such as Batsman or All Rounder) and determine his general bowling and fielding preferences.
2. Assign ratings to attributes such as Concentration and Resilience from the Batting Attributes box to determine where the player's batting strengths lie.

   Note: Ratings range from 0-100.
3. Over the next three boxes select his Front and Back Foot Batting Strengths and establish where any Batting Weaknesses may lie.

4. From the Bowling Attributes and Bowling Deliveries boxes, choose Attributes such as Seam and Outswing and determine his repertoire of normal and special deliveries. (Such as a Leg Cutter or Reverse Swing.)
5. From the Fielding Attributes/Skills box, settle on whether he's an asset or a liability in the outfield.
6. Finally highlight any Special Skills he possesses with the bat and ball.

Player Accessories

Customise the player's look to make him stand out on the field with a few extras such as a Sweat Towel.

Player Information

1. Select PLAYER NAME to give the player a name using the on-screen keyboard.
2. Select COMMENTARY NAME to search for a name to use for in-game commentary. (Press ⬅/➡ to cycle through the alphabet, then select a name.)
3. Assign his Age and Nationality.

Add To Squad

Choose a squad to add the player to it. To edit or delete a created player, access CREATED PLAYERS from the My Cricket menu (see p. 7).

1. Cycle through various teams and find your chosen squad.
2. To add the new player to the currently selected team, select the player to be replaced. The replaced player moves to one of three storage teams.

   Note: Repeat this process if the player is to join both a domestic club side and an International team. However, he may only be added to the national squad that corresponds to his own nationality.

   Note: After modifying Rosters, save them under LOAD/SAVE from the My Cricket menu.

   Note: Press ■ from the My Cricket menu to reset all modified Rosters and delete created players.

My Cricket

Squad Management

Edit Team

Customise squads, change Captains and access a detailed Profile on a player.

- Select a player to bring up an options window:

REPLACE — **Replace the selected player with another from a list. To help you decide, select a player and study his Profile from the options window that appears.**

Note: An International player may only be replaced in an International side by a player of the same nationality. A County or State player can be swapped with a player who is not already with another County or State club.

Note: Save squad changes under LOAD/SAVE from the My Cricket menu.

Edit Numbers

Select a squad and reassign players' shirt numbers for Limited Overs tournaments.

Hall Of Fame

Select VIEW RECORDS and admire your personal triumphs over four tournament categories or select TROPHY CABINET and reminisce over major tournament victories across three difficulty levels.

Created Players

Edit or delete a player previously created from the Create Player screen under the My Cricket menu (see *Create Player* on p. 6).

Playing the Game

Batting

Whether it's a Test or a One-Dayer, it's runs on the scoreboard that count, so learn to wield the willow effectively.

1. Press any shot button when ready to face a delivery.
2. Press ⬅/➡ to adjust the batsman's stance at the crease. Watch the bowling cursor to judge the general area where the ball will pitch.

The bowler begins his run-up. As he approaches the crease, the batsman can no-longer move.

3. Select a shot to play.

Note: To successfully execute a stroke, press the shot selection button **at the same time** as the left analog stick. Refer to the table on p. 2 for a full list of shots.

4. To set off for a run, press ◉. Press ◉ again before or just as the batsmen reach the crease to run again. Use the running assist indicator to help judge if a run is safely achievable. (See *Running Assist And Radar* on p. 9.)

   Note: If two players are controlling both batsmen, both players need to press ◉ to run.

- Press ▣ to abort the current run.
- Press △ to dive for the crease to avoid a stumping after playing and missing an Advance down the wicket shot.
- Press ⊗ to slide bat in crease while running. (Co-op batting only.)

Batsman Confidence

Batsman's confidence meter

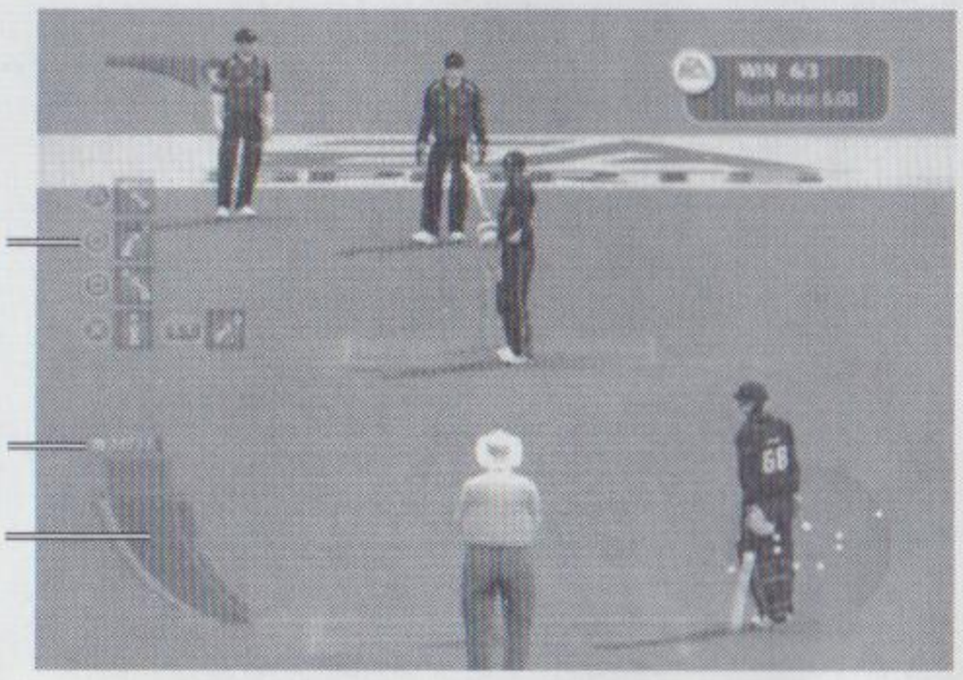
String together successful shots and the batsman's confidence grows as he becomes more settled, which enables him to time and hit strokes more easily – including 'Six-hit' shots. Incidents such as missing or being hit by the ball reduce confidence.

Running Assist And Radar

Use the running assist indicator to judge how many runs to safely go for, depending on the number highlighted. In combination with the radar in the bottom-right of the screen, identify gaps in the field and track the ball.

Bowling

Blast out batsmen with sheer pace or bamboozle them with swing, seam and spin.



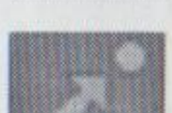
The Delivery Menu

Note: The following bowling delivery icons apply to a right-handed bowler. They are mirrored for a left-hander.

Fast & Medium Bowling Deliveries

Standard delivery

Outswinger


Inswinger

Leg cutter

Off cutter

Special Deliveries

Yorker

Bouncer

Slower ball

Reverse swing

Slow Bowling Deliveries

Off break

Leg break

Arm ball

Top spinner

Googly

Special Deliveries

Full flight

Zooter

Flipper

Doosra

Teesra

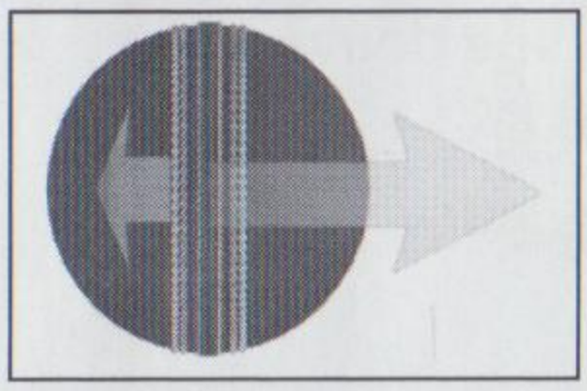
There are four steps to follow when bowling:

1. **Select a delivery** from the on-screen delivery menu. A bowler's armoury is limited to those deliveries suitable to his bowling style. In some instances, special deliveries become available to him. (See *Special Delivery Meter* on p. 11.)

The bowling cursor

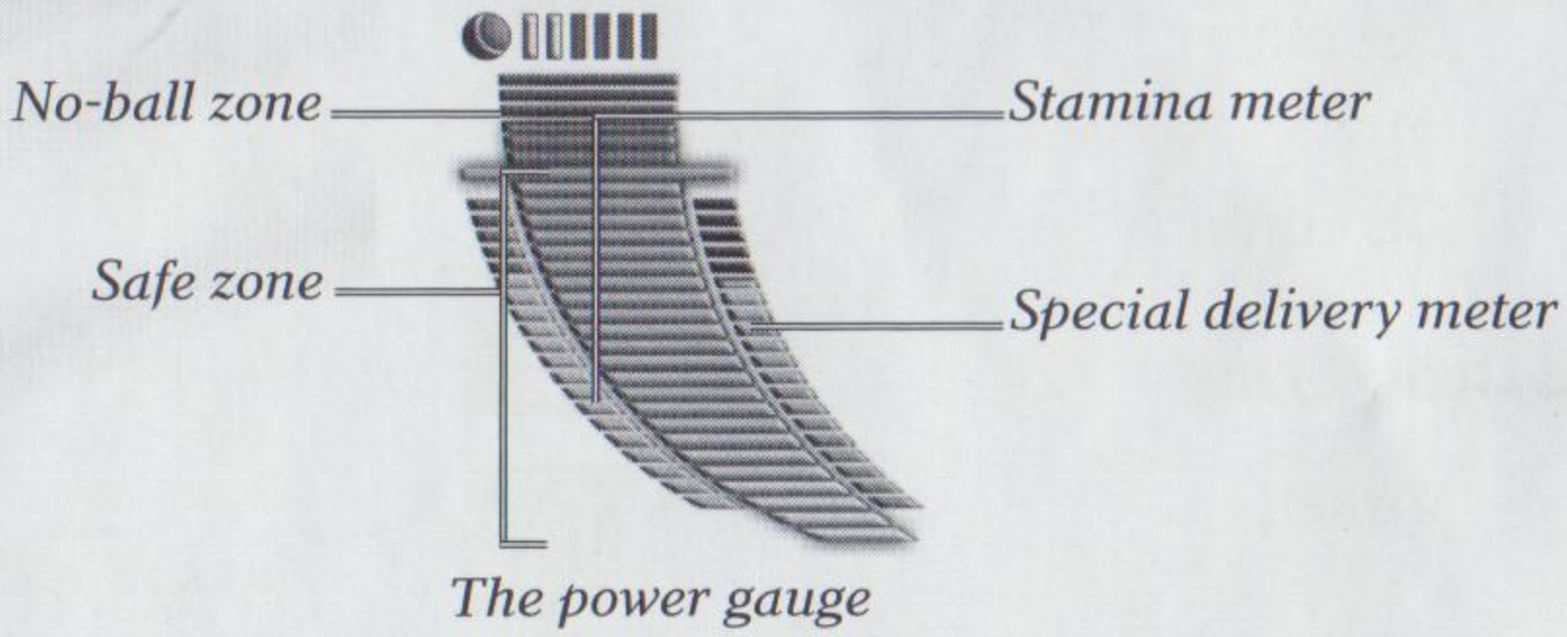
2. Use the left analog stick to **position the bowling cursor**. This determines where the bowler is aiming to pitch the ball. Tap the delivery button again to lock the delivery. The bowler runs in.

   Note: Position the bowling cursor before it locks automatically.



The movement arrow

3. During the bowler's run-up, press the left analog stick ⬅/➡ to **move the movement arrow** and impart swing or spin to the ball in the chosen direction. The further the movement arrow is shifted from the centre of the ball, the greater the spin or seam. Skilful bowlers can swing or spin the ball more effectively.



The power gauge

4. As the bowler approaches the crease, the power gauge begins to fill. The more it fills, the greater the delivery speed. If the gauge goes beyond the safe zone, the bowler bowls a 'no-ball'. To **stop the gauge**, tap the delivery button again.

Special Delivery Meter

A bowler of significant ability possesses a special delivery meter. To bowl a special delivery, this meter must be filled by bowling consistently tightly and conceding as few runs as possible. Taking a wicket contributes considerably to filling the meter. Once filled, all of that bowler's special deliveries are available for the next delivery.

Once a special delivery is used, the meter empties and special deliveries are unavailable. However, if the bowler takes a wicket with a special delivery the meter remains full.

Fielding

From the Pause menu, select FIELD EDITOR to fine-tune fielding positions in response to the batsman's technique, the bowler's style and the state of play. Choose from pre-set field placings or customise your own and save them to your Profile. A field set for one bowler is retained for him for the duration of the match until changed.

To Set A Customised Field

1. From the Field Editor menu, select a CUSTOM field setting.
2. Press ◎ to edit a position. A fielder's name and position appear.
3. Press L1/R1 to scroll through players and locate one to move.
4. Press ↑/↓ to jump between each band of fielding positions. Press ←/→ to navigate anticlockwise/clockwise around each layer. Press ⊗ to assign a new fielding position and repeat the process for further editing.

   Note: The laws of One-Day fielding restrictions apply to Limited Overs matches.

Match Conditions

Match conditions accurately reflect the stadium and location where the game is being played. For example, at Leeds the conditions are likely to be overcast and mild with a reasonable chance of rain.

Weather & Temperature Conditions

When it comes to swing bowling, the weather can determine its success or failure. Humid, overcast or cloudy conditions generally favour swing bowling. Warm weather can also be advantageous.

Ball Condition

The condition of the ball is a key match factor. As the ball takes punishment, it loses its shine and 'ages'. This ageing can determine what kind of bowler can exploit its condition most successfully.

A new ball with a pronounced stitched seam usually swings, seams and bounces more than one which is, for example, 50 overs old. As the ball ages and the seam wears down, it starts to lose its shine and solidity. An older ball with less shine is liable to accept more spin than a newer ball.

Ball Terminology

Seam: The lateral movement of the ball off the pitch when it bounces. A seam bowler (Fast/Medium Fast) is always trying to achieve this movement.

Swing: The movement in the air before the ball pitches on the ground.

Spin: The turn generated by a slow bowler off the ground after it has pitched.

Bounce: The amount of bounce a short-pitched ball generates. Bounce can be used to intimidate the batsman into an evasive manoeuvre or a risky shot.

Pitch Condition

A key factor affecting seam, spin and bounce is the condition of the wicket. A Hard or Dusty wicket has the ball bouncing fast and high, while taking spin well; spinners love this kind of 'bunsen'. Dry wickets are also alike, but as cracks open up, bounce becomes more extreme.
A Normal wicket holds no surprises and conditions for bounce and turn remain regular, while a Green strip promises rewards for the seamers with constant movement off the seam. Damp and 'sticky dog' Wet wickets can take turn, but seamers may struggle more with the deadening effect of these low, slow strips. Bear in mind however that wicket conditions change over longer matches.

Pause Menu

Press START during a match to access the Pause menu; enable AI to simulate the match until a predetermined event, analyse stats, replay recent action, change tactics and game options, switch camera angles or quit the match.

Other Game Modes

International

WORLD CHAMPIONSHIP	**Control up to 14 International teams vying for a coveted Limited Overs trophy held in a region of your choice.**
WORLD SERIES	**Control three to five teams and challenge for One-Day tournament supremacy, featuring day/night games hosted in Australia.**
KNOCKOUT CUP	**Begin with eight International teams to fight for this Limited Overs knockout tournament.**
TEST SERIES	**Choose two teams to contest one to six Test matches.**
TOUR	**Select a team to do battle with the host nation(s) of your choice, including the Ashes tour of England and Australia.**

Tournament Hub Menu

Chart teams' progression through the current tournament, view results and save tournament progress.

SCORECARD	**Analyse the previous match scorecard.**
SQUAD	**Study players' Profiles and tournament Form.**
STATISTICS	**View players' tournament records.**

Domestic

Guide an Australian State or English County side to silverware.

Note: All domestic tournaments are played out over one season.

Australian Cricket

STATE SEASON	**All six State sides compete over a full season, comprising both the Pura and ING Cups.**
PURA CUP	**Battle out this four-day, 2 innings tournament.**
ING CUP	**Contest this premiere One-Day tournament.**

English Cricket

COUNTY SEASON	**The 18 County teams contest the full first-class season, comprising all the first class competitions.**
FRIZZELL CHAMPIONSHIP	**Take part in English cricket's four-day 2 innings competition.**
NATIONAL LEAGUE	**Participate in this One-Day tournament comprising two Divisions.**
C&G TROPHY	**Join this Limited Overs knockout tournament.**
TWENTY20 CUP	**Plunge into the no-holds barred One-Day tournament.**

Note: Pick a tournament and follow the on-screen instructions to select match settings. The tournament hub menu appears (see *Tournament Hub Menu* above).

Training Nets

With help from the timing meter and a coach, put in some hard graft polishing batting or bowling technique in the nets.

Training Menu

During practice, press START to access the training menu options to customise a session:

PLAY SETTINGS	**Swap between bowling or batting practice, alter the batsman's handedness or select the bowling style to practice against or control.**
SET BOUNCE	**(Batting practice only.) Set a consistent Line and Length to the bowler's delivery or choose a Random selection to face.**

Hints and Tips

Batting

- When choosing a shot, the direction selected with the left analog stick or directional button also determines the direction of the shot.
- Time a shot to execute it perfectly and 'middle' the ball. Timing is linked to a batsman's confidence level (see *Batsman Confidence* on p. 8) and is as important as selecting the right shot to play.

Bowling

- Accurate bowlers possess smaller bowling cursors that indicate with greater precision where the ball will pitch.
- Keep an eye on the bowler's stamina meter, since a bowler's speed and accuracy grow increasingly erratic at low stamina levels, which renders the power gauge more difficult to use successfully. Pay special attention to fast and medium bowlers' stamina in hot conditions, as their stamina levels drop at a quicker rate.
- A ball around 95 overs old will not respond to swing, seam or bounce.

General

- Pay attention to Match Conditions – especially the wicket condition, as it can determine your choice of bowlers.
- When selecting field placements, pay attention to each fielder's Fielding Attributes before the match to determine where best to place them.

Saving and Loading

Save, load or delete a User Profile, a customised team Roster or Tournament or Match progress.

Note: Upon starting a new game, the Profile that was last saved is automatically loaded with its pre-selected preferences.

Note: When saving or loading, you are prompted to select the appropriate MEMORY CARD slot before accessing saving or loading options.

User Profiles, Rosters & Matches

Saving & Loading

Note: Match saves result from saving your progress during a match.

1. Select MY CRICKET from the Main menu.
2. Select the appropriate LOAD/SAVE option and press L1 / R1 to locate the appropriate Profile, Roster or Match LOAD or SAVE window.
3. Select a saved game to load or save your current progress.

Note: When saving, choose whether to overwrite an old save or create a new one.

Deleting

Profiles & Rosters

1. From the My Cricket menu, select LOAD/SAVE, then SAVE.
2. Select PROFILE or ROSTER and highlight the save to be deleted; then press ◉ to delete it.

Matches

1. Load the match to be deleted.
2. Select SAVE from the End Of Over menu.
3. Highlight the Match save and press ◉ to delete it.

Tournaments

Saving & Loading

Note: Tournament data is not automatically saved. Save Tournament progress manually.

Saving From Tournament Hub Menu:

- Select SAVE GAME then create a new save or overwrite an old one.

Saving During Match:

- Select SAVE from the End Of Over menu.

Loading

1. To load a Tournament, select MY CRICKET from the Main menu.
2. Select LOAD/SAVE and choose LOAD. Locate TOURNAMENT and pick the Tournament save to load and resume.

Deleting

- From the tournament hub menu, select SAVE GAME, highlight a previously saved Tournament and press ◉ to delete it.

Credits

HB Studios Development Team

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Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Notice

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2128

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